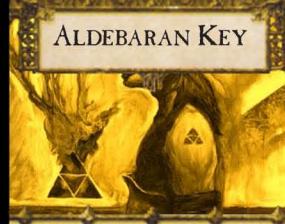
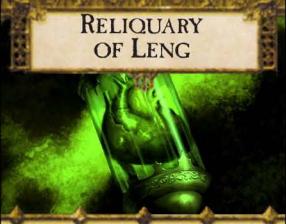
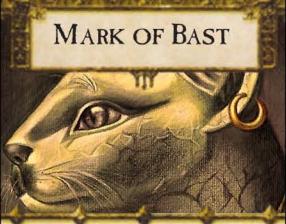
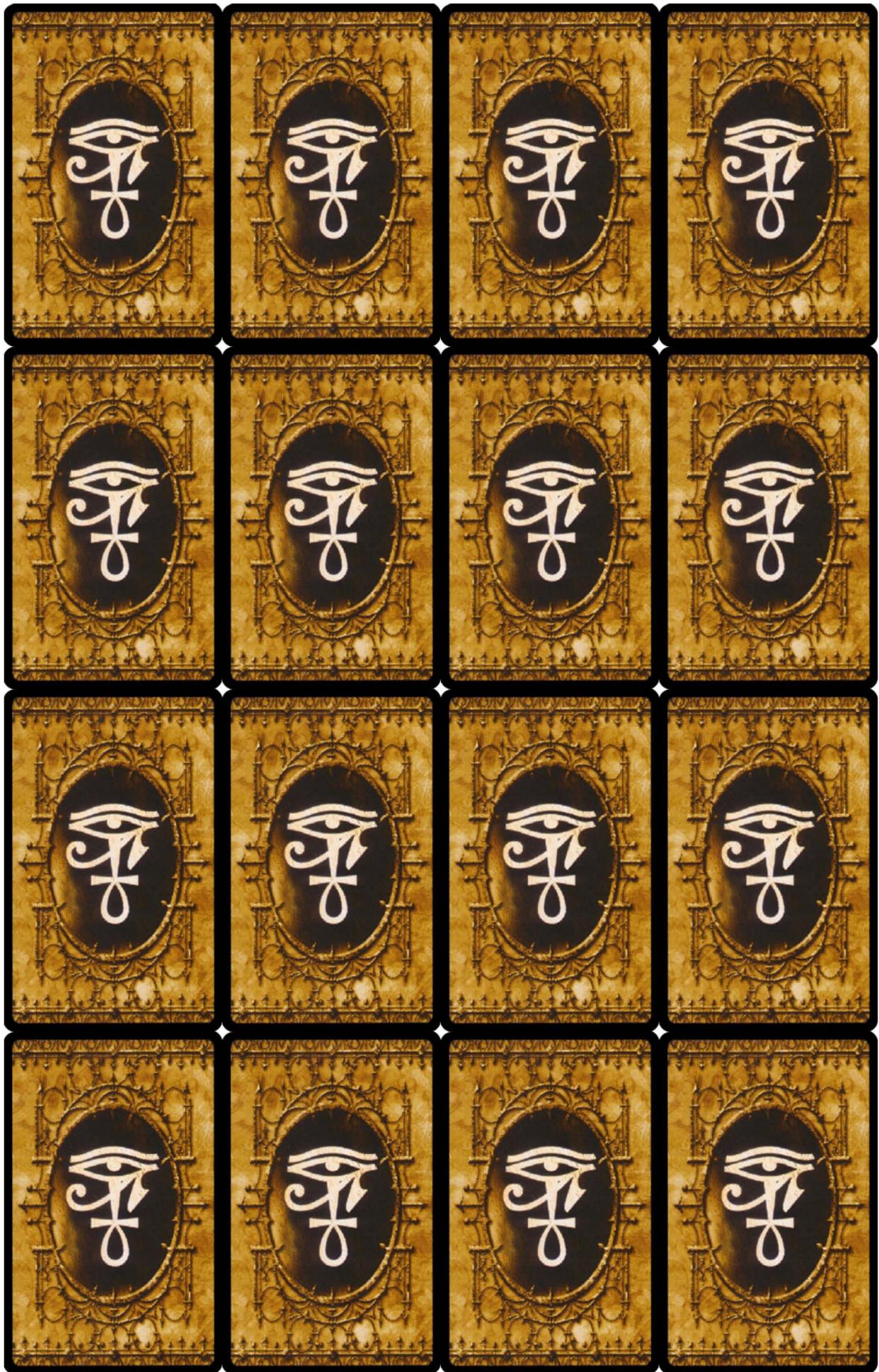
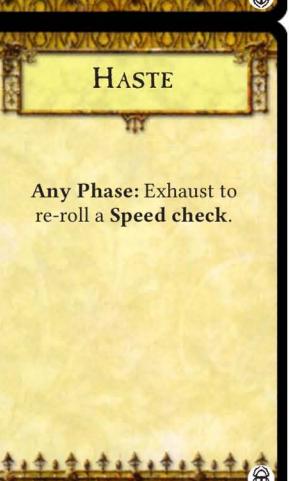
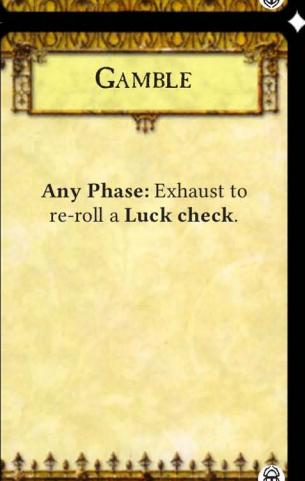
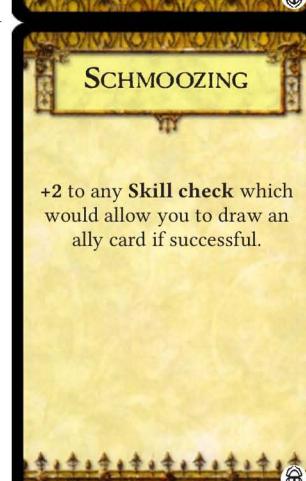
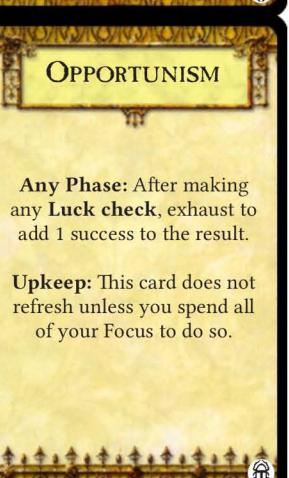
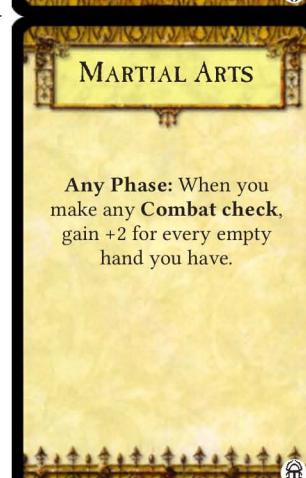
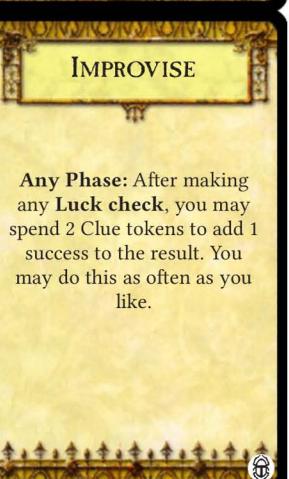
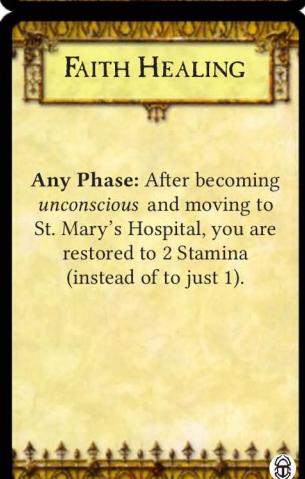
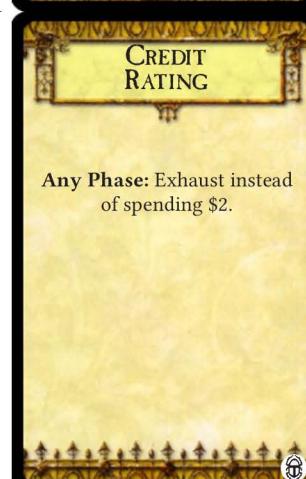
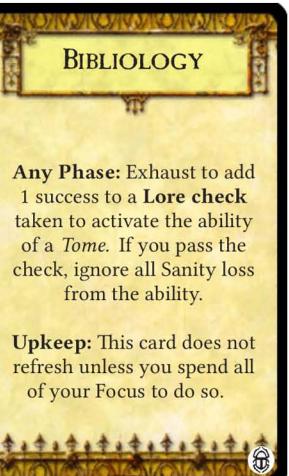
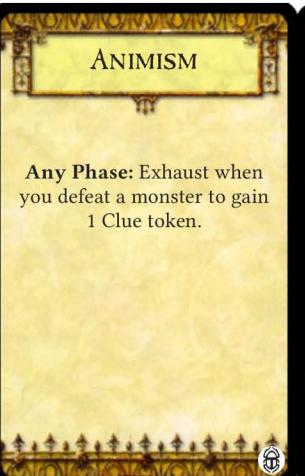
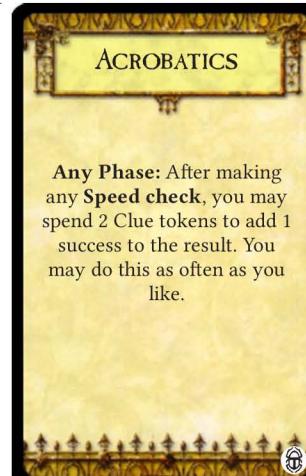
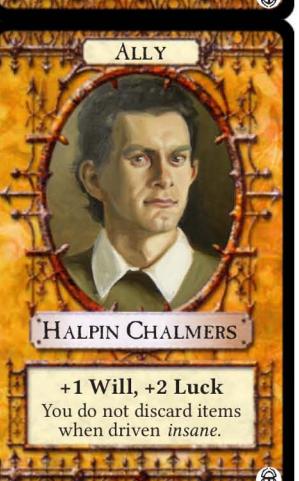
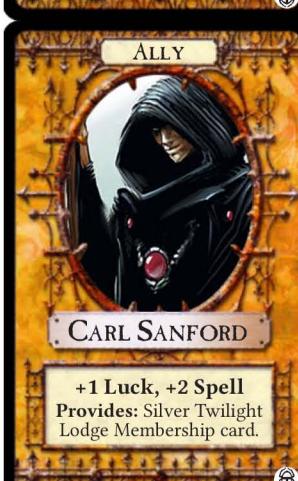
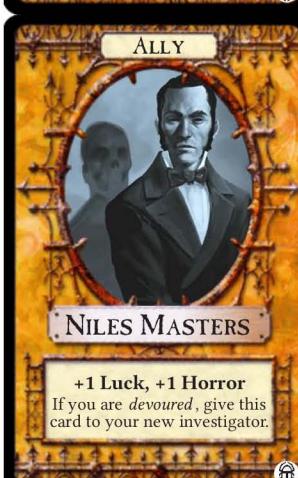


BLOODY TONGUE	ALDEBARAN KEY	RELIQUARY OF LENG	ROD OF SARNATH
			
Ankh	Ankh	Ankh	Ankh
+1 to all Skill checks on red Other World encounter cards. Other World Encounters: After having an encounter from a red Other World encounter card, discard Bloody Tongue to return to Arkham.	+1 to all Skill checks on yellow Other World encounter cards. +2 to Lore checks for the purposes of closing gates to Other Worlds with a yellow encounter symbol.	+1 to all Skill checks on green Other World encounter cards. All Stamina loss you suffer in Other Worlds with a green encounter symbol is reduced by 1.	+1 to all Skill checks on blue Other World encounter cards. All Sanity loss you suffer in Other Worlds with a blue encounter symbol is reduced by 1.
			
OSIRIS GLAIVE	FEATHER OF MA'AT	GOLDEN FANG OF APEP	AEGYPTUS EMBLEM
			
Physical Weapon	Magical Weapon	Physical Weapon	Any phase: Exhaust to give yourself (+X) to one Will check, where X is equal to the number of other Exhibit items in your possession.
+3 to Combat checks (+5 if it is night in Arkham) Osiris Glaive does not count towards your item total when unconscious or insane.	+0 to Combat checks (+3 against the Ancient One)	Any phase: Exhaust before making a Combat check to gain +8 to that check. Upkeep: Golden Fang of Apes only refreshes if you spend 1 Clue token.	
 	 	 	
HEADRESS OF GEB	LAST MASK OF RAMASES	FACE OF AHTU	SHINING TRAPEZOHEDRON
			
Mask	Mask	Mask	
+1 Focus Any Phase: Exhaust to flip over the Day/Night card. Headress of Geb does not refresh unless you spend all your Focus to do so.	You do not count towards the total number of players for the purposes of the gate limit or the monster limit.	Upkeep: Exhaust and lose any amount of Stamina. Your Fight is increased by the same amount for the rest of the turn.	Cannot be discarded, sold or traded by normal means. -1 Maximum Sanity If you are lost in time and space, you must give this card to another investigator.
 	 	 	
JACKAL STATUE	RING OF SET	MARK OF BAST	FLASK OF THE ELDER
			
Mythos Phase: Ignore the bearer of this card when determining the movement of flying and stalker monsters.	When rolling dice, you only score successes on a 6. You cannot be Blessed. Discard this card when the Ancient One awakens. Any Phase: Exhaust to add 1 success to the result of a Skill check.	This item cannot be traded, and is discarded if the Ancient One awakens. Any Phase: You cannot be devoured unless you allow it. Upkeep: Gain 1 Sanity or 1 Stamina.	Any Phase: Exhaust when casting a spell to reduce the Sanity cost by 1. Any Phase: Exhaust and spend 2 Clue tokens to flip over the Day/Night card.
 	 	 	











Arkham Asylum

You come across a desperate inmate who has escaped his padded cell and wants you to smuggle him out of the grounds. "They think I am mad," he says, "But I am not mad, though certainly I have more cause to be so than most men." Make a **Sneak (-1) check**. If you pass, take **Gustaf Johansen's** Ally card or, if it's not available, gain 3 Clue tokens.

Bank of Arkham

The manager is removing relics from the vault. Make a **Luck (-1) check**. If you pass, draw 2 Exhibit items and discard one of them.

Independence Square

You glimpse an immense scarab-beetle toiling across the heavens. A gate opens! If it is **night**, two monsters appear.

Arkham Asylum

The inmates have taken over the asylum! Move to the street and place two Maniacs from the monster cup in the street with you (if two are available). If it is **night**, raise the Terror level by 1.

Bank of Arkham

You see the police breaking into a deposit box which is owned by a sinister sect. The cops fail to spot the significance of the box's contents. Make a **Lore (-2) check**. If you pass, draw 1 Exhibit item or 1 Spell.

Independence Square

You stand vigil at Founder's Rock. Gain 1 Clue token. If it is **day**, gain 1 Stamina. If it is **night**, lose 1 Sanity.

Arkham Asylum

An insane priest whispers the secrets of the Pharaohs. Make a **Lore (+1) check** and compare your number of successes to the chart below:

- 0) Lose 1 Sanity.
- 1) Gain 1 Clue token.
- 2+) Gain 1 Clue token and look at the top 2 cards of the Mythos deck. Put them back in the same order.

Bank of Arkham

The vast iron vault door grinds open, but the space beyond is a fantastic landscape of cerulean mountains. A gate opens and a monster appears!

Independence Square

You find the remains of an occult summoning rite that went horribly wrong. Lose 2 Sanity. If you are not driven insane, draw a monster from the cup and take it as a trophy.

Arkham Asylum

A shifty doctor explains about an experimental electroshock treatment. You may lose any number of points of Stamina. For each point of Stamina lost, gain 2 points of Sanity.

Bank of Arkham

Every dollar in the bank has transformed into an ancient golden coin inscribed with glyphs. Your account is overflowing with gold - but at what price? You may become *Cursed* to take a **Retainer** card.

Independence Square

The waters of the Miskatonic have risen, flooding the square. You suspect unnatural magicks are at work. Make a **Speed (+0) check**. If you pass, gain 2 Clue tokens. If you fail, you are *delayed*.

Hibb's Roadhouse

The proprietor shows you a few of the black-market items that he has for sale. Draw three Common Items. You may purchase one of them for \$1 less than list price.

Police Station

A square-jawed man is languishing in the cells. "You gotta bail me out, friend!" he bellows. "Tonight's the night! They're gonna open the sarcophagus!" You may pay \$5 to take **Harold Copeland's** ally card. If he's not available, draw 2 Common items and discard one of them.

Velma's Diner

Eating hamburger under the diner's electric lamps is a welcome return to modernity after probing the secrets of the Old Kingdom. Gain 1 Sanity and 1 Stamina.

Hibb's Roadhouse

A deadly game of chance is in progress. You may make a **Luck (-1) check**. If you pass, search the Common Item deck and take the first one-handed weapon you find. If you fail, you are reduced to 0 Stamina.

Police Station

The cops are deputizing every law-abiding citizen they can find. You may discard one monster trophy. If you do so, search the Common Item deck, take the first weapon you find and move to any location in Arkham and have an encounter there.

Velma's Diner

Something in the meatlocker has thawed out and woken up. A monster appears! If you defeat it, and it's **day**, keep it as a trophy. Otherwise, it returns to the cup.

Hibb's Roadhouse

A wild-eyed young man is slouched at the bar, drinking and smoking heavily. "I thought I was composing fantasies," he growls, "But it's all true, every word." Pass a **Will (-2) check** to endure the eldritch tales and take **Robert Harrison Blake's** ally card. If he's not available, search the Common Item deck for Whiskey and a Lucky Cigarette Case.

Police Station

A prisoner in the drunk tank seems to have decomposed overnight, and the floor is covered in repulsive putrescence. Pass a **Will (-2) check** to pull 1 Exhibit item out from among the liquefying human remains.

Velma's Diner

The diner is teeming with fat black cockroaches. Customers and staff alike are fleeing in disgust. It's the perfect chance to lift a few bucks from the register! Make a **Sneak (-1) check**. If you pass, gain \$.6. If you fail, you are *arrested*.

Hibb's Roadhouse

The tavern's patrons have been slaughtered, and a silver coin has been placed on each corpse's tongue! Raise the Terror level by 1. You may lose any amount of Sanity, up to your maximum. For each point lost, gain \$2.

Police Station

The police are auctioning items taken from criminals. Draw two Exhibit items. You may purchase either or both of them for one dollar below list price.

Velma's Diner

A bearded man lurches in and cuts his own throat, spewing blood on the tiles and gurgling "*Nephren-ka...*". It's the completion of a blasphemous rite. A gate opens and a monster appears!

